

CHESS

for Beginners



**The Guide to Understand
and Master Rules,
Strategies, Tactics**

"You may learn much more from a game you lose than from a game you win. You will have to lose hundreds of game before becoming a good player."

-José Raúl Capablanca-



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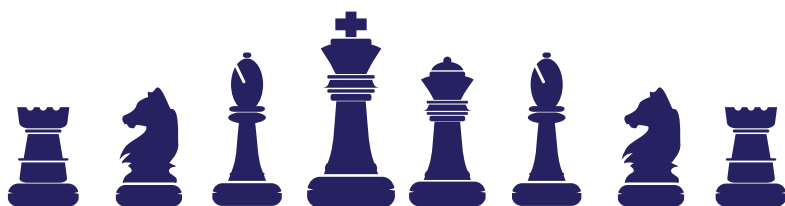
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INTRODUCTION

Welcome to “Chess for Beginners: The Guide to Understand and Master Rules, Strategies, Tactics”! This book was written to teach new players the fundamentals of chess. You will learn the rules of the game, tactics, and strategy. You will find basic positions within this book, presented through diagrams.

It is my hope that this book will encourage your love of chess. It’s a game that can be played at any age and anywhere in the world. It’s known as the great equalizer because it is universal: Your background doesn’t matter to chess. And, of course, chess is fun!

Glossary of Terms

- **50-MOVE RULE:** If a Pawn hasn't been moved or a piece hasn't been captured in 50 moves, either player may claim a draw.
- **ABSOLUTE PIN:** An attack on a piece that can't move because the King is behind it.
- **CASTLE/CASTLING:** A special move that puts your King into safety, consisting of moving the King two squares toward an unmoved Rook and moving the Rook to the other side of the King
- **CHECK:** When the King is under attack but can escape by running away, blocking, and/or capturing the attacking piece.
- **CHECKMATE:** When the King is under attack but can't escape by running away, blocking, and/or capturing the attacking piece. This scenario ends a chess game.
- **CLOSED POSITION:** A position that has mostly blocked files and diagonals.
- **COUNTERATTACK:** Responding to an attack on your pawn by attacking one of your opponent's pawns of the same or higher value.
- **DECOY:** A tactic that involves drawing the King or Queen to a square or line where they don't want to go.
- **DEFENDER:** A piece that protects a piece or square, or protects against a threat.
- **DEFLECTION:** The act of forcing your opponent's piece to give up protecting a square or another piece.
- **DEVELOP:** To move pieces from their starting position to new locations where they control a greater number of squares and have greater mobility.

- **DISCOVERED ATTACK:** When you move a piece to open the way for another piece to make an attack.
- **DISCOVERED CHECK:** When you move a piece to open the way for another piece to attack the King
- **DOUBLE CHECK:** When the King is under attack by two pieces simultaneously.
- **DOUBLE/TRIPLE PAWNS:** When two or three Pawns (of the same color) are on the same file.
- **FIANCHETTO BISHOP:** When you develop your Bishop on the longest diagonal (either a1 to h8 or a8 to h1) and hide in a fortress of Pawns.
- **FILES:** Vertical lines that consist of eight squares, lettered along a chessboard: a, b, c, d, e, f, g, and h files. In non-chess contexts, we call them columns.
- **FLEEING SQUARE:** Escape square for the King.
- **FORK:** An attack on a piece or Pawn by two or more pieces at the same time. Also known as double attack, triple attack, and so on.
- **HANGING PIECE:** An unprotected piece.
- **INSUFFICIENT MATERIAL:** When neither side has enough pieces to checkmate the other's King
- **ISOLATED PAWNS:** Pawns that can't be protected by other Pawns.
- **KINGSIDE:** The half of the board that consists of the e, f, g, and h files.
- **MATERIAL:** All the pieces.
- **OPENING:** A series of moves in the beginning of the game.
- **OPEN POSITION:** A position that has mostly open or semi-open files and diagonals.



- **OVERLOADED PIECE:** A piece that is responsible for too many defensive duties and at some point won't be able to manage them all.
- **PASSED PAWN:** A Pawn that can't be stopped by opposing Pawns but can be by other pieces.
- **PAWN BASE:** The Pawn that starts the pawn chain.
- **PAWN CHAIN:** Pawns that are linked together by protecting one another. Pawn chains are positioned on a diagonal.
- **PAWN ISLANDS:** A group of Pawns connected by files.
- **PERPETUAL CHECK:** When you check the King repeatedly and are able to copy
 - the exact same position three times.
- **PROMOTION:** A Pawn's ability, when it reaches the other side of the board, to turn itself into a Queen, Rook, Knight, or Bishop.
- **QUEENSIDE:** The half of the board that consists of the a, b, c, and d files.
- **RANKS:** Horizontal lines that consist of eight squares, numbered along a chess- board: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, and 8th ranks. In non-chess contexts, we call them rows.
- **RELATIVE PIN:** An attack on a piece that shouldn't move because there is a higher-value or unprotected piece behind it.
- **SKEWER:** An attack on a lower-value piece with the goal of also capturing the higher-value or unprotected piece behind it.
- **SMOTHERED MATE:** When the King is in check and can't escape because it is trapped by its own pieces.
- **STALEMATE:** When the King is not in check but no legal moves can be made by either side.

- **TEMPO:** Time, in the form of a turn. When you gain a tempo, you gain more time. Losing a tempo is lost time.
- **THREE-TIME REPETITION:** Copying the exact same position three times but without checks.
- **VARIANTS:** The different moves that can be played after the starting moves.





1. KNOW THE RULES

Understanding the rules allows you to fully engage in the game and enjoy the strategic and intellectual challenges it offers. It enables you to appreciate the intricacies of chess and participate in meaningful gameplay.

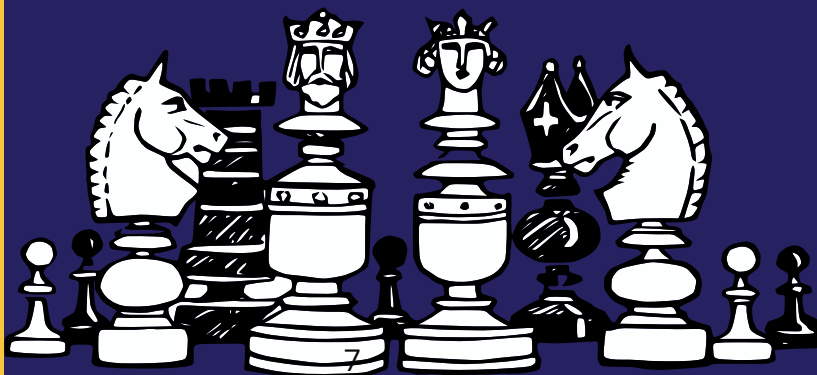


A Brief History of Chess

Chess, one of the oldest and most popular board games in the world, has a rich and intriguing history that spans over a millennium. While the exact origins of chess remain uncertain, it is believed to have originated in northern India or eastern Iran around the 6th century. The early form of the game was known as "chaturanga," which means "four divisions of the military" in Sanskrit.

Chaturanga was played on an 8x8 board and featured four different types of military units: the infantry (pawns), the cavalry (knights), the elephants (bishops), and the chariotry (rooks). It also included a powerful piece called the "king" or "rajah," which had limited mobility, and the "counsellor" or "vizier," which had a more restricted movement.

The game gradually spread from India to Persia, where it underwent some modifications and came to be called "shatranj." Shatranj gained popularity in the Islamic world and eventually reached Europe through the Arab conquest of Persia. It captivated the European nobility during the Middle Ages, and its rules were further refined.





A Brief History of Chess

In the 15th century, significant changes were introduced to the game. The queen, originally a weak piece, gained its modern powers as the most influential piece on the board. This modification, along with other rule enhancements, led to the emergence of what is now known as modern chess.

Chess continued to evolve and develop over the centuries, with various playing styles and strategies emerging. The game's strategic depth, intellectual challenges, and competitive nature contributed to its enduring appeal across different cultures and societies.

In the modern era, chess has transcended the physical board, with the advent of computer chess programs and online platforms, allowing players from all corners of the globe to compete against each other and improve their skills.

Today, chess is recognized as a sport and is governed by international organizations such as FIDE (Fédération Internationale des Échecs). It is played at both amateur and professional levels, with world championships and prestigious tournaments attracting top players from around the world.

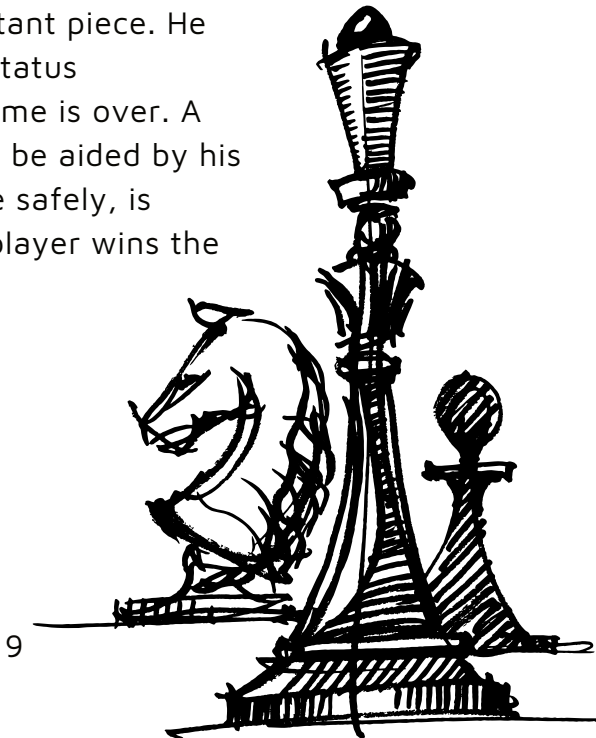
Chess remains a timeless game that continues to captivate players of all ages, backgrounds, and abilities. Its historical journey and universal appeal make it a truly remarkable and enduring pastime.

The Goal

Chess is never a game of luck. There are simply too many moves (an average of 40 per game) for any game to be won off luck alone. It is a strategy game which test the intellect off two players, pitting them against one another in a simulation of real war. The game is won by the player best able to solve the puzzles presented by their opponent.

Your main goal in chess is to capture the opposing player's King. This may sound easy, but keep in mind that the other player has the exact same goal. A heavy focus on your offensive game can lead to massive holes in your defense. A rigid focus on defense may reduce your chances of launching a meaningful attack. Though chess is a game of logic, structured by hard and fast rules, there is also an art to forcing a "checkmate" on your opponent (a win). This art is in the collective movement of pieces, and how you use their individual strengths collectively to force a win.

The King is your most important piece. He must be protected, and his status determines if and when a game is over. A King under attack, too far to be aided by his soldiers, and unable to move safely, is checkmated. The attacking player wins the game.



A check, conversely, occurs when the King is under attack, but able to escape.

A King can never be captured in chess. Placing a King on a square protected by an enemy player is, therefore, an illegal move. Placing your own King in check would allow an opponent to capture him on their turn. If a player accidentally places their King in check, they should take it back and retry with a legal move.

It is illegal to keep a King in check. Assuming your King is under attack, focus should immediately shift toward protecting him. Your other pieces may be stronger offensively, but their capture does not result in an instant loss.

A player may resign if the game appears unwinnable. To do so, simply tell your opponent "I resign," or knock your King over. If you accidentally knock your King over at any point, you have lost the game.

Most tournaments are played with a chess clock. Players are designated some amount of time to make all of their moves. If a player runs out of time before their opponent, the game is over and they lose.



During your move, the timer runs until you both move a piece, and push the chess clock. Doing so pauses your timer, and activates the opponent's. The amount of time given will vary from tournament to tournament. Some tournaments give each player an hour for their moves, others give 15 minutes, and some offer as little as five minutes.

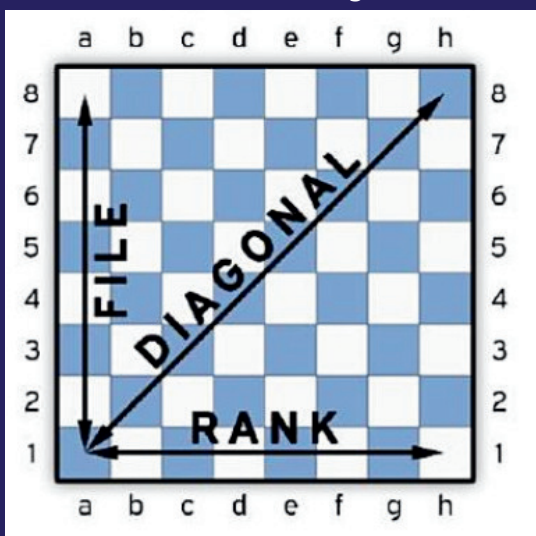
In a tournament, you will need to record all moves made on a scoresheet. The notation is straightforward, and will be explained in Chapter 4.



The Chessboard

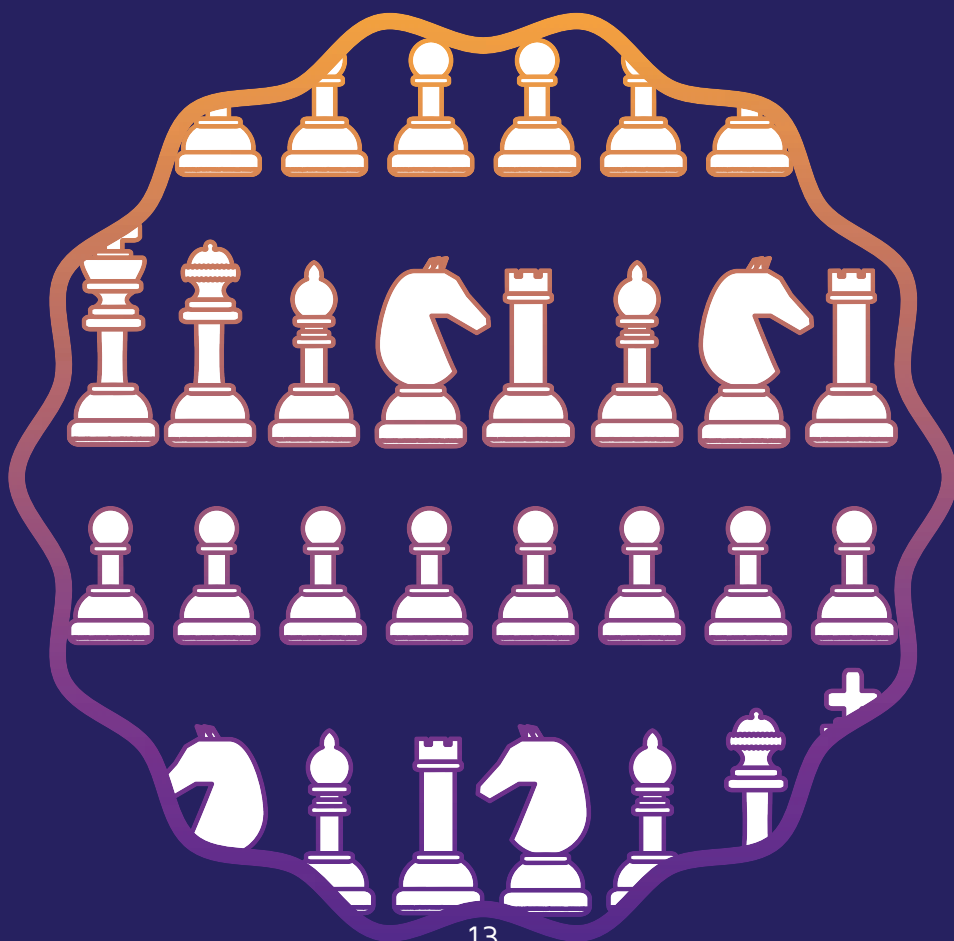
A chessboard is a gameboard used to play chess. It consists of **64 squares, 8 rows by 8 columns**, on which the chess pieces are placed. It is square in shape and uses two colours of squares, one light and one dark, in a chequered pattern. During play, the board is oriented such that each player's near-right corner square is a light square.

The columns of a chessboard are known as files, the rows are known as ranks, and the lines of adjoining same-coloured squares (each running from one edge of the board to an adjacent edge) are known as diagonals. Each square of the board is named using algebraic, descriptive, or numeric chess notation; algebraic notation is the FIDE standard. In algebraic notation, using White's perspective, files are labeled a through h from left to right, and ranks are labeled 1 through 8 from bottom to top; each square is identified by the file and rank which it occupies. The a-through d-files constitute the queenside, and the e-through h-files constitute the kingside; the 1st through 4th ranks constitute White's side, and the 5th through 8th ranks constitute Black's side.



The Pieces

In a chess game, a player controls either the black or white pieces, and each piece is useful in its own way. The pieces are generally assigned a numerical value to help decide which exchanges are beneficial to which player and to guide strategy. ("Point" are not tallied or kept at the end of the game; checkmate always wins!). Note that you take turns in chess, there is no "passing", and you can capture only one piece at a time.





White: 8

PAWN

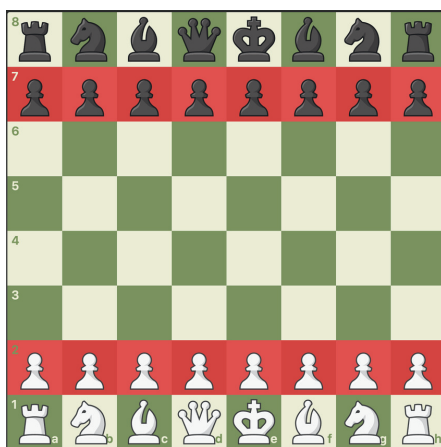


Black: 8

Movement: One or two squares forward on the first move. Once a Pawn has moved, it continues only one square forward. Pawn never move backward.

Value: 1 point

When a game begins, each side starts with eight pawns. White's pawns are located on the second rank, while Black's pawns are located on the seventh rank.



The starting position with pawns highlighted.

If it is a pawn's first move, it can move forward one or two squares. If a pawn has already moved, then it can move forward just one square at a time. It attacks (or captures) each square diagonally to the left or right. In the following diagram, the pawn has just moved from the e2-square to the e4-square and attacks the squares d5 and f5.



The pawn on e4 attacks the squares d5 and f5.



STRENGTHS

- Once a Pawn gets to the other side of the board . It can transform onto a Queen, Rook, Bishop, or Knight
- Pawns are used to defend the King-wherever you decide to castle (we will cover castling in the next chapter), your Pawns should stay close by
- Tactical piece (fork)

WEAKNESSES

- Lack of mobility
- Can't move long distances
- Weakest piece in the game

STRATEGY

- At the start of the game, move your center Pawns first
- Once your King is castled, move your Pawns on the opposite side





White: 2

BISHOP

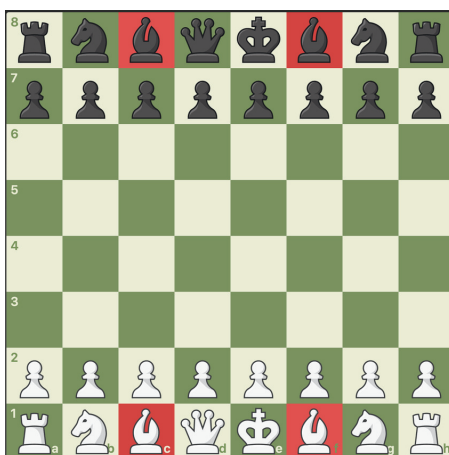


Black: 2

Movement: The bishop has a diagonal movement pattern and can move any number of squares along a diagonal line. It can move both forward and backward along the diagonal, as long as the path is not obstructed by other pieces.

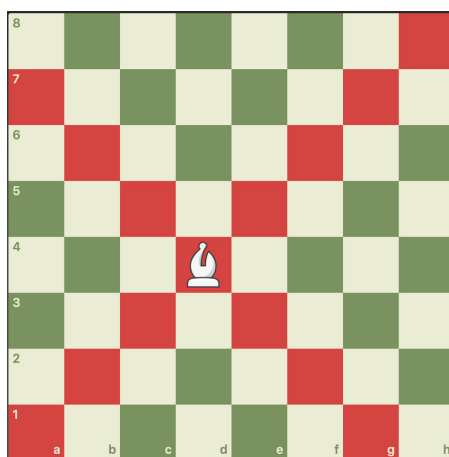
Value: 3 point

When a game begins, White's bishops are located on c1 and f1, while Black's bishops are located on c8 and f8.



The starting position with bishops highlighted.

A bishop can move diagonally as many squares as it likes, as long as it is not blocked by its own pieces or an occupied square. An easy way to remember how a bishop can move is that it moves like an "X" shape. It can capture an enemy piece by moving to the occupied square where the piece is located.



The bishop moves in an "X" pattern.



STRENGTHS

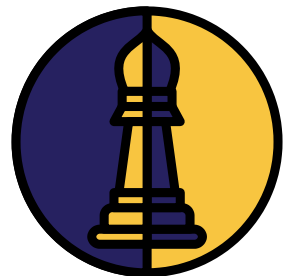
- Bishops have long-range mobility, which enables them to cover a wide expanse of the chessboard.
- They excel in diagonal control, effectively dominating key central squares.
- They can cover different color complexes, providing a balanced control over the board.

WEAKNESSES

- Limited color range
- Vulnerability to blockades
- Lack of mobility in closed positions

STRATEGY

- Maximize open diagonals, coordinate bishops for synergy, exchange opponent's strong bishop, consider pawn structure, and use bishops for long-term planning.





White: 2

KNIGHT



Black: 2

Movement: Knight moves in an "L" shape, jumping over pieces, enabling unique tactical maneuvers.

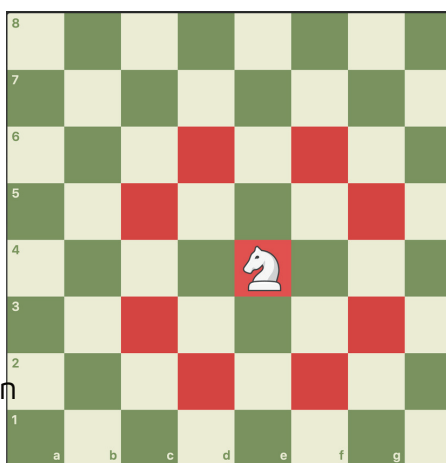
Value: 3 point

When a game starts, White's knights are located on b1 and g1, while Black's knights are located on b8 and g8.



The starting position with knights highlighted.

The knight is the only piece in chess that can jump over another piece! It moves one square left or right horizontally and then two squares up or down vertically, OR it moves two squares left or right horizontally and then one square up or down vertically—in other words, the knight moves in an "L-shape." The knight can capture only what it lands on, not what it jumps over!



The knight moves in an "L" shape.



STRENGTHS

- The knight's "L" shaped movement allows it to access squares that other pieces cannot reach, making it a versatile and unpredictable piece.
- Jumping ability
- The knight's ability to reach squares two squares away allows it to pose threats to distant pieces or attack undefended targets.

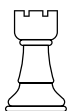
WEAKNESSES

- Limited range
- Vulnerability in closed positions
- Lack of direct influence
- Unequal color control

STRATEGY

- Knights are sneaky and great at attacking two pieces at once, known as a fork





White: 2

ROOK



Black: 2

Movement: The rook can move horizontally or vertically any number of squares as long as there are no obstructions in its path. It can traverse the entire length of the board in one move if unimpeded.

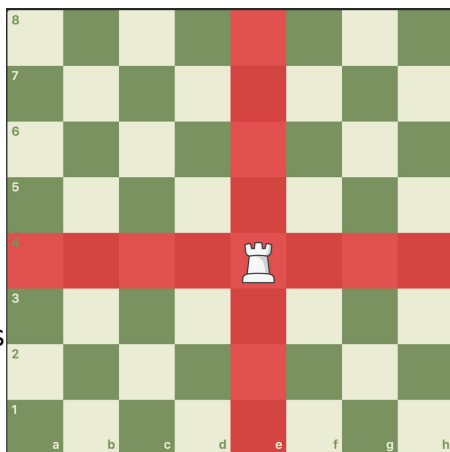
Value: 5 point

All four rooks are located in the corners of the board. White's rooks start the game on a1 and h1, while Black's rooks are located on a8 and h8.



The starting position with rooks highlighted.

It can move as many squares as it likes left or right horizontally, or as many squares as it likes up or down vertically (as long as it isn't blocked by other pieces). An easy way to remember how a rook can move is that it moves like a "+" sign.



The rook moves like a "+" sign.



STRENGTHS

- The rook can move horizontally and vertically across the chessboard, covering a large number of squares.
- Control of open files and ranks
- Rooks are particularly strong in the endgame when the board is more open and their mobility can be fully utilized.
- Ability to support pawn promotion.

WEAKNESSES

- Limited diagonal movement
- Vulnerability to being trapped.
- Difficulty in closed position

STRATEGY

- Activate rooks early, control open files, coordinate with other pieces, support pawn promotion, and consider pawn structure.





White: 1

QUEEN



Black: 1

Movement: The queen can move in any direction - horizontally, vertically, or diagonally - for any number of squares, as long as there are no obstructions in its path. It can traverse the entire length of the board in one move if unimpeded.

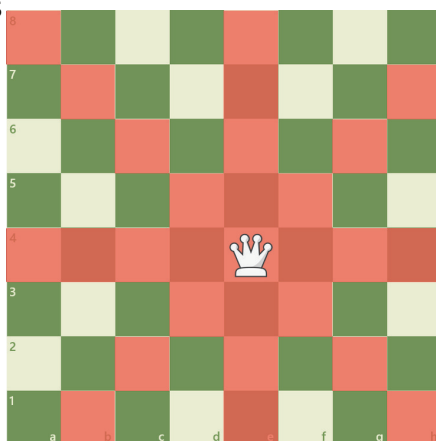
Value: 9 point

When a game begins, each side starts with one queen. The white queen is located on d1, while the black queen is located on d8.



The starting position with queens highlighted.

It can move as many squares as it likes left or right horizontally, or as many squares as it likes up or down vertically (like a rook). The queen can also move as many squares as it likes diagonally (like a bishop). An easy way to remember how a queen can move is that it moves like a rook and a bishop combined!



The queen moves like a rook and bishop combined.



STRENGTHS

- The queen is the most versatile piece on the chessboard, as it can move and capture in any direction - horizontally, vertically, and diagonally - for any number of squares.
- The queen's ability to move along ranks, files, and diagonals opens up numerous tactical possibilities, including forks, pins, skewers, and other strategic maneuvers.

WEAKNESSES

- The queen's value makes it a prime target for opponents. It is important to safeguard the queen and avoid unnecessary risks.

STRATEGY

- Bring the queen into play early to exert influence and control over the board.
- Position the queen in the center of the board to maximize its potential reach and influence.





White: 1

KING



Black: 1

Movement: The king can move one square in any direction: horizontally, vertically, or diagonally. It can move to any adjacent square that is not under attack, provided it does not put itself in check (a position where it can be captured on the opponent's next move).

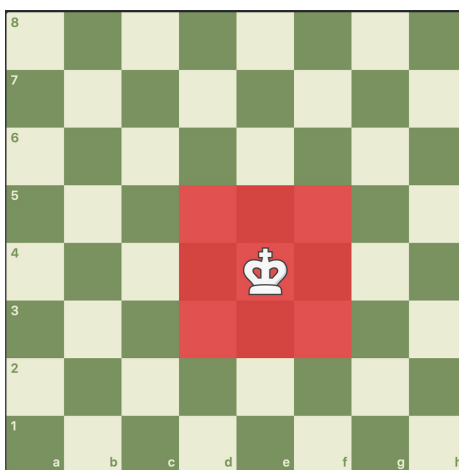
Invaluable

The king is the most important chess piece. Remember, the goal of a game of chess is to checkmate the king! When a game starts, each side has one king. White's king is located on e1, while Black's king starts on e8.



The starting position with the kings highlighted

The king is not a very powerful piece, as it can only move (or capture) one square in any direction. Please note that the king cannot be captured! When a king is attacked, it is called "check."





STRENGTHS

- The king is the most important piece in chess. As long as the king remains safe, the game continues.
- The king has the ability to move in any direction, allowing it to evade threats and find safer positions on the board.
- In the endgame, the king becomes more active and can play a crucial role in supporting pawns and participating in the promotion of pawns.

WEAKNESSES

- The king is a prime target for the opponent's attacks. If the king is checkmated, the game is lost.
- Restricted movement
- Lack of attacking power

STRATEGY

- Protect the king as a top priority, keeping it behind a solid pawn structure and minimizing risks.
- Castle early in the opening and middlegame for a secure position and to connect the rooks.





SPECIAL RULES & CHESS NOTATION

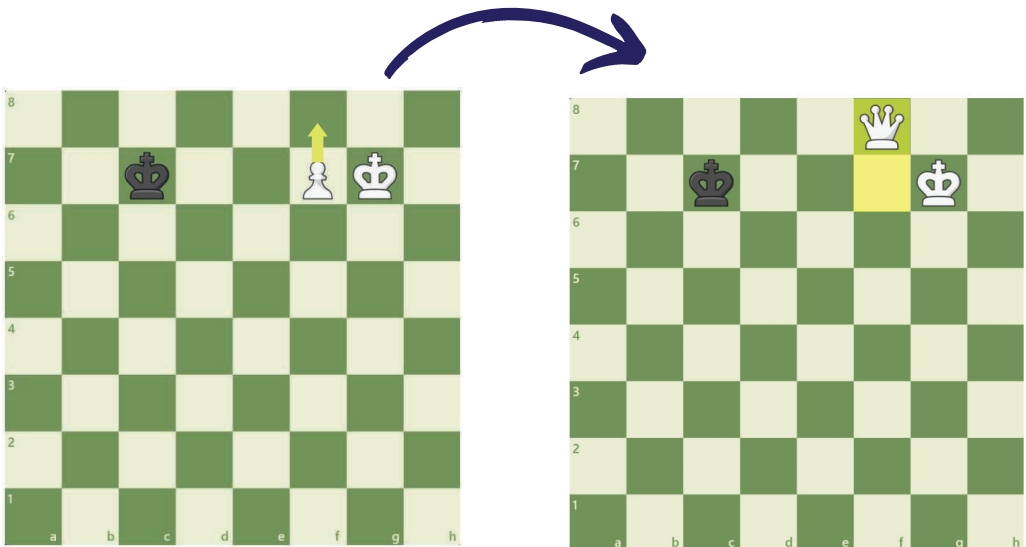


SPECIAL RULES

Pawn Promotion



Pawn promotion occurs when a pawn reaches the farthest rank from its original square—the eighth rank for White and first rank for Black. When this happens, the player can replace the pawn for a queen, a rook, a bishop, or a knight. Most of the time, players promote a pawn to a queen, which is popularly known as "queening the pawn." After one player promotes a pawn, the other player has to move (unless they are checkmated, of course).



A common misconception is that pawns may only be exchanged for a piece that has been captured. That is NOT true.

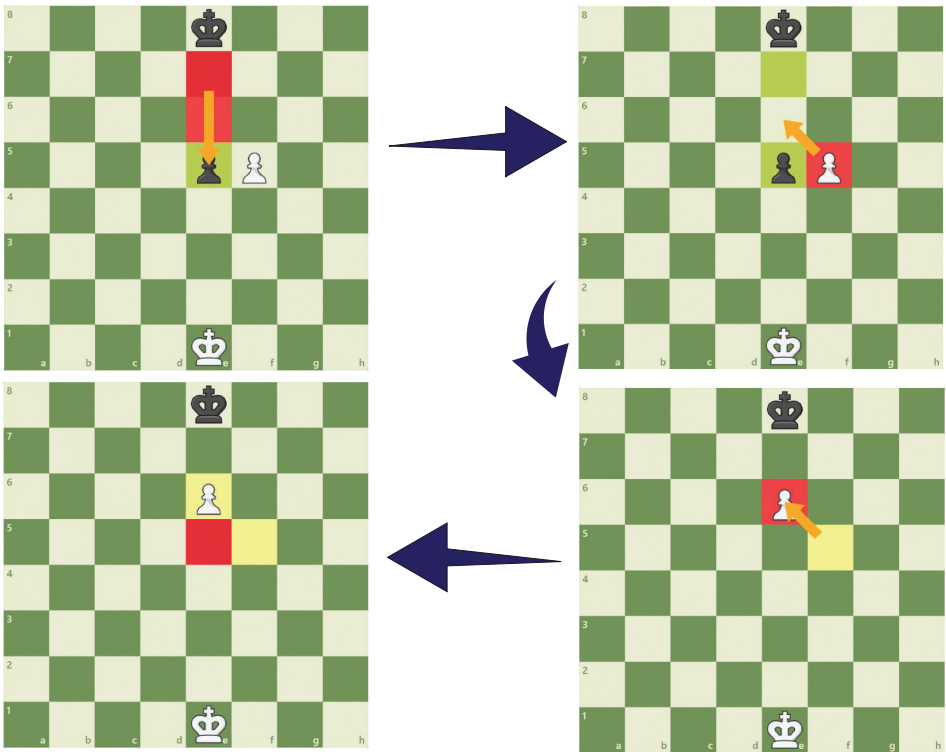
A pawn is usually promoted to a queen.

Only pawns may be promoted.

En Passant



The last rule about pawns is called “En Passant,” which is French for “in passing”. If a pawn moves out two squares on its first move, and by doing so lands to the side of an opponent's pawn (effectively jumping past the other pawn's ability to capture it), that other pawn has the option of capturing the first pawn as it passes by.



There are a few requirements for the move to be legal:

1. The capturing pawn must have advanced exactly three ranks to perform this move.
2. The captured pawn must have moved two squares in one move, landing right next to the capturing pawn.
3. The en passant capture must be performed on the turn immediately after the pawn being captured moves. If the player does not capture en passant on that turn, they no longer can do it later.

Castling

Castling is the only time in chess that two pieces can move at once, and the only time a piece other than the knight can move over another piece. The king moves two spaces to the left or to the right, and the rook moves over and in front of the king, all in one move!



To castle, simply move the king two spaces to the left or right,
OR move the king on top of the rook you want to castle with.

The rook will jump across and to the other side of the king
automatically!

However, in order to castle, the following conditions must be met:

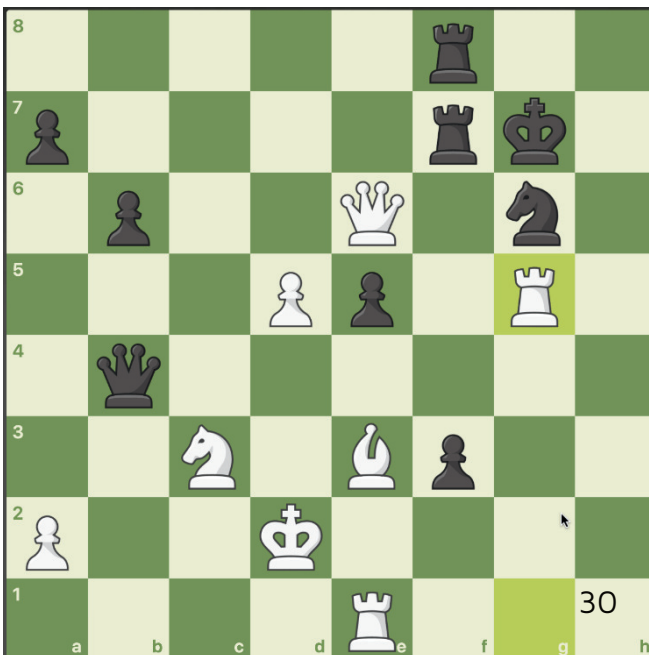
- It must be that king's very first move
- It must be that rook's very first move
- There cannot be any pieces between the king and rook to move
- The king may not be in check or pass through check

CHESS NOTATION

Chess notation is the act of recording or writing down the moves of a chess game. Over the years various methods and ways have been used to record the moves, but they have all disappeared except for the current standard for chess notation: Algebraic Notation.

Algebraic Notation

- Each square on the chessboard is identified by a unique combination of a letter and a number.
- The files are labeled from left to right as a, b, c, d, e, f, g, h.
- The ranks are numbered from bottom to top as 1, 2, 3, 4, 5, 6, 7, 8.
- The pieces are represented by their first letter: K (king), Q (queen), R (rook), B (bishop), N (knight).
- Moves are recorded by indicating the starting and ending squares of the piece being moved.



28. fxg4	Bxg4+
29. Bf3	Qd7
30. Qc6	Bxf3+
31. Kxf3	Qh3+
32. Ke2	Raf8
33. Qxd6	Qg2
34. Rg1	Qxe4+
35. Kd2	f3
36. Rae1	Qf5
37. Qe6	Qf4+
38. Be3	Qxb4+
39. Nc3	Kg7
40. Rxc5	1-0

CHess NOTATION



Examples

Since it is the first move, algebraic notation dictates that we would start with "1." Then we would find the piece and the square where the pawn moved. In this case, the square is e4. So, this move is read or recorded as **1. e4**



Since this is the second move of the game, we start with "2." Because the piece moved is a knight, we use the abbreviation "N," and since the square moved to is f3, we have all of the information we need! This move would be read or notated as **2. Nf3.**

Special Cases In Algebraic Notation



When any piece is captured, a lower-case "x" is placed in between the piece and the square where the capture occurs. In the following position, White's bishop has just captured the knight on c6. This move is notated as **Bxc6.**

If we continue from the position above, you can see that Black can recapture the bishop on c6 with the pawn on b7 or the pawn on d7. If Black recaptures with the b-pawn, then it would be read as "bxc6," while if Black recaptures with the d-pawn, then it would be **dx c6.**



CHECK, CHECKMATE & DRAWS





CHECK

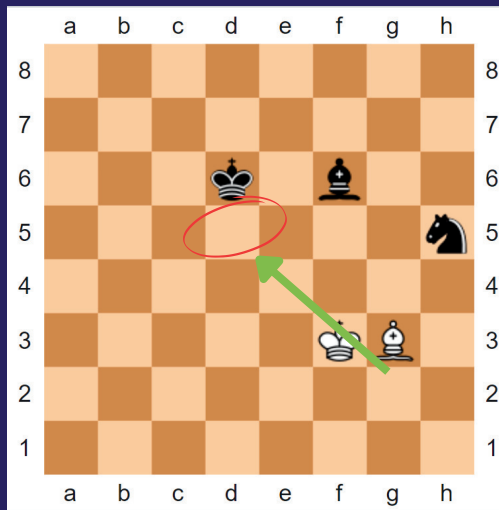


A king is in check when it is under attack by at least one enemy piece. A piece unable to move because it would place its own king in check (it is pinned against its own king) may still deliver check to the opposing player.

It is illegal to make a move that places or leaves one's king in check. The possible ways to get out of check are:

- Move the king to a square where it is not in check.
- Capture the checking piece (possibly with the king).
- Block the check by placing a piece between the king and the opponent's threatening piece.
- If it is not possible to get out of check, the king is checkmated and the game is over (see the next section).

In informal games, it is customary to announce "check" when making a move that puts the opponent's king in check. In formal competitions, however, check is rarely announced.



Black's king is in check. It can get out of check by moving to an unattacked square. Black can also parry the check by moving the bishop to e5 or the knight to f4 to block the check, or by capturing the white bishop with the knight.



CHECK



A pawn delivering check



A knight delivering check

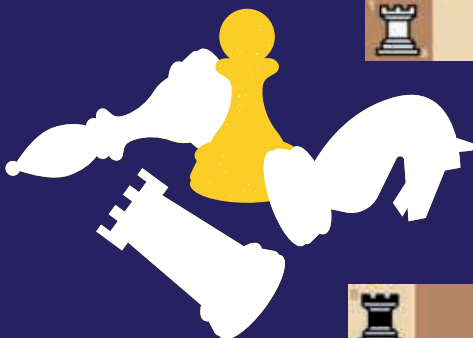
A bishop delivering check





CHECK

A rook delivering
check



A queen delivering
check





CHECKMATE



Checkmate occurs in chess when you or your opponent's king is in check, the king cannot move, and nothing can capture the piece delivering check.

Checkmate also means that the game must come to an immediate end, despite how many pieces are left on the board.



While it is important to play for a material advantage in chess, it is always important to keep the main goal of checkmate in the back of your mind while you play.



DRAWS



When a stalemate occurs, the game is considered drawn and both players receive half a point (1/2-1/2)

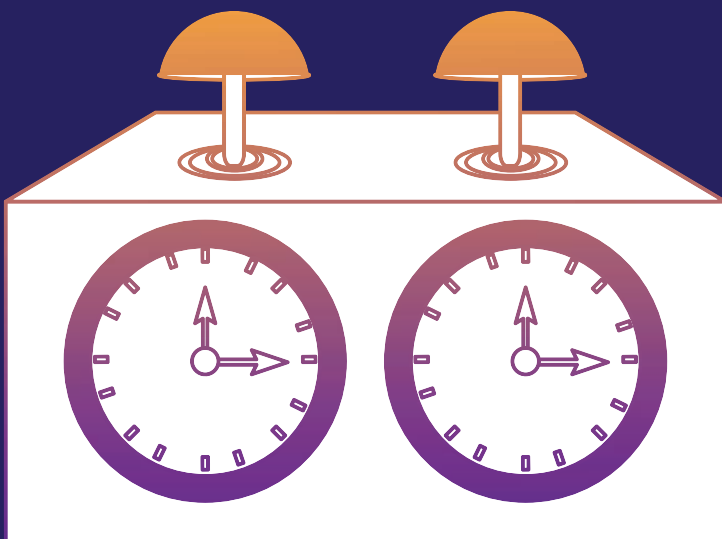
- **Both players agree to a draw**

If a player offers a draw and their opponent accepts, it is a draw no matter what the position is. Some players would rather offer a draw than mess up a complicated position.

- **One player is unable to move any pieces, is not in check, and it is their turn**

In chess, both sides must move a piece on their turn, even if they don't want to move a piece because it will compromise their position. If one side cannot move a piece on the board at all, then a draw is reached automatically.

Again, regardless of how many pieces are left on the board, the result is a stalemate.





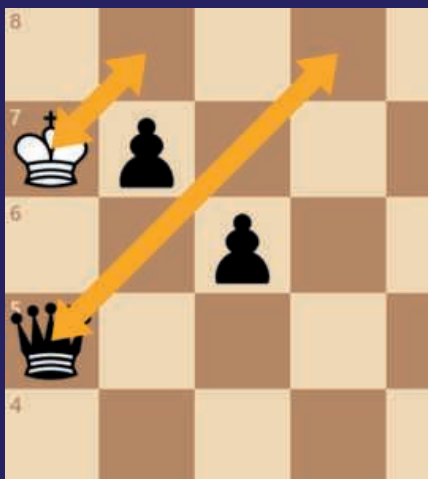
DRAWS



- **The board looks the same for white and black 3 times throughout the game (3 fold repetition rule)**

The board does not have to look the same three consecutive turns in a row for this type of stalemate to occur.

Sometimes other pieces are moved on the board, but the position is returned to a square, then back, to continue the symmetrical position.

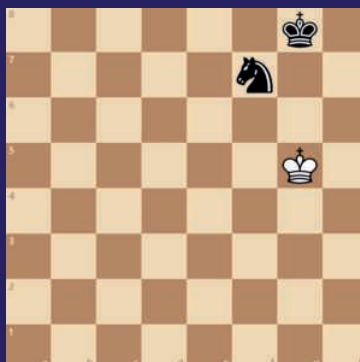


The best way to avoid this stalemate is to move a pawn, since they cannot move backwards.

- **Neither player has sufficient mating material**

There are a few combinations to leave the chessboard with insufficient mating material. The best examples are:

- 1 knight
- 1 bishop
- 2 knights





DRAWS

- **No major piece has moved and checkmate is not achieved within 50 moves (50 move rule)**

If a pawn has not moved in 50 moves, then stalemate is achieved.

The most common example of when this would occur would be a beginner unsure how to checkmate with a rook and king or queen and king.

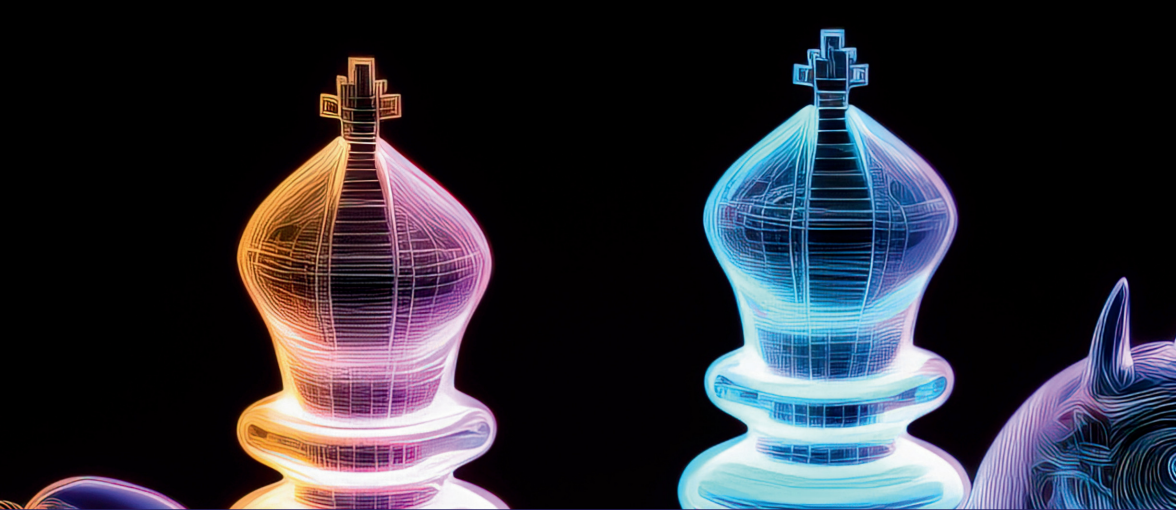
At the higher levels, this can occur when a player is unable to checkmate in 50 moves with 2 bishops or a knight and bishop. Since these are more complicated checkmates, this can occur more frequently than you might think.



2. CHOOSE YOUR STRATEGY

10
**ESSENTIAL
STRATEGIES**

25
**POWERFUL
TACTICS**



10 Essential Strategies

Strategy 1: Create and Target Weak Pawns

Strategy 2: Grab Space in the Center and on the Flanks

Strategy 3: Play in the Center of the Board

Strategy 4: Prioritize King Safety

Strategy 5: Stop Your Opponent's Plan

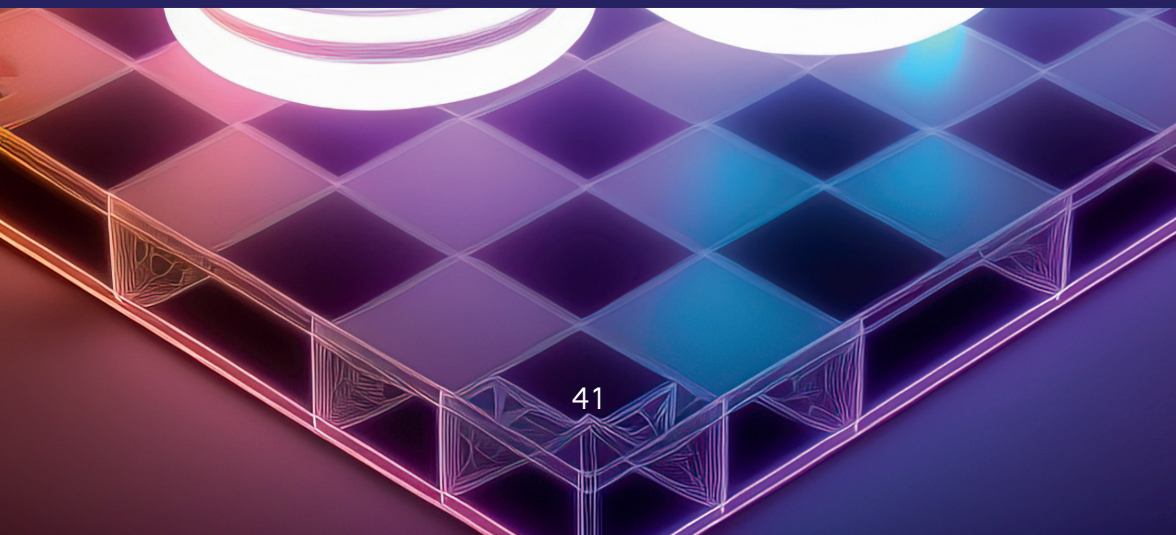
Strategy 6: Develop Your Pieces Quickly with Tempo

Strategy 7: Create Passed Pawns

Strategy 8: Bring Your Least Active Pieces into the Game

Strategy 9: Create Weak Squares Around Your Opponent's King

Strategy 10: Play Up the Bishop Pair



Strategy 1. Create And Target Weak Pawns

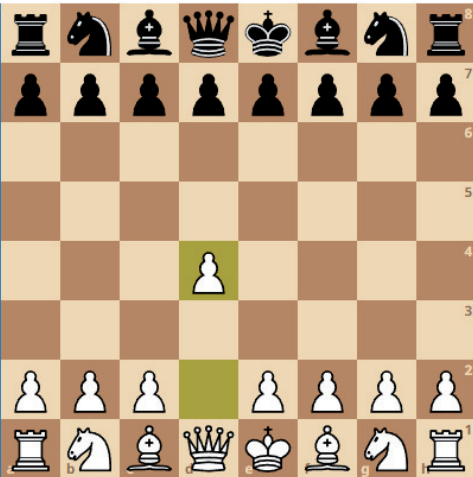
Isolated Pawns

An isolated pawn is a pawn that cannot be protected by another pawn. You can create isolated pawns for your opponent as early as in the opening which is an effective long term winning strategy.

A Example



- | | | |
|----|-------|-------|
| 1. | d4 | d5 |
| 2. | c4 | e6 |
| 3. | Nc3 | c5 |
| 4. | e3 | Nc6 |
| 5. | Nf3 | Nf6 |
| 6. | cx d5 | ex d5 |
| 7. | dx c5 | Bx c5 |



- | | | |
|----|-------|-------|
| 1. | d4 | d5 |
| 2. | c4 | e6 |
| 3. | Nc3 | c5 |
| 4. | e3 | Nc6 |
| 5. | Nf3 | Nf6 |
| 6. | cx d5 | ex d5 |
| 7. | dx c5 | Bx c5 |



- | | |
|---------|-----------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|--------------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------|-----------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------|-----------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|--------------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------|------------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------------|------------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | exd5 |
| 7. dxc5 | Bxc5 |



- | | |
|-----------------|-------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cx d5 | ex d5 |
| 7. dxc5 | Bxc5 |



- | | |
|---------|--------------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
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- | | |
|----------------|-------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | c5 |
| 4. e3 | Nc6 |
| 5. Nf3 | Nf6 |
| 6. cxd5 | ex d5 |
| 7. dxc5 | Bxc5 |



Often, isolated pawns are created by making several exchanges in the center. One such example is in the Tarrasch opening after black plays c5. This could lead to pawn captures in the center which creates an isolated pawn for black.





Strategy 2. Grab Space In The Center and On The Flanks

One of the best strategies to win in chess is to simply grab more space. In fact, many grandmasters love implementing this strategy in their games as it yields great results.

Space in chess, refers to the amount of squares your pieces control. Space is created by advancing your pawns up the board, either in the center or on the flanks.

Once you've created enough space, you will have a lot of room for your pieces to maneuver to good squares. Your opponent's pieces will be crowded and less active, almost as if they are suffocating. This puts his pieces in a passive position where he simply has to wait.

In most cases, the side with more space can take all the time in the world to formulate a plan and organize his pieces to their most natural squares. Then when the time is right, he will strike at his opponent. In other words, he doesn't have to rush the attack because his opponent's pieces can't get active.

In the position beside, black did not make the best moves in the opening and has allowed white to gain a large spatial advantage in the center.





Strategy 3. Play In The Center Of The Board

When you are looking for a plan in the middlegame or even the opening, the first thing you should focus on is how you can play in the center. Out of all the strategies in chess, playing in the center of the board is the most powerful strategy you could take.

To play in the center, you typically want to push your central pawns up the board. Your d and e pawns are most effective because they open up lines for your bishops and they help to control key squares in the position.

Playing in the center doesn't just mean pushing your e and d pawns. Your other pieces such as the knights and bishops can participate in play in the center. This could mean landing your knight on a central outpost, or placing your rooks along the central files. Even with hypermodern openings, there will come a point where you will have to play in the center of the board which typically involves pawn breaks.

For example, in the king's indian defense, black gives white play in the center, but later breaks in the center with a timely c5 or e5.



Black plays in the center with the move e5!



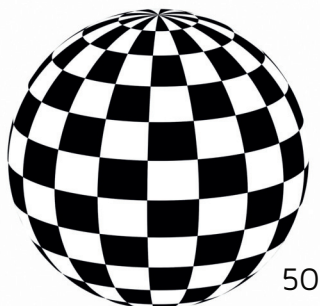
Strategy 4. Prioritize King Safety

The goal of chess is to checkmate the king. This makes king safety the number #1 priority in the game of chess. The best strategy in keeping your king safe is to simply castle when given the opportunity.

Castling is a special move that involves the king and rook. Without castling, the king would be exposed and vulnerable to attacks from the opposing side.

Castling strategy is simple. Move the king two squares to the rook and jump the rook over beside the king. Castling allows the king to stay safely tucked in the corner away from all the action. It also helps to activate and connect your rooks.

In the position below, one of black's strategy is to open up the center with the move pawn d5. It would be risky if the white king is still in the center during this pawn break. As a result, White should castle kingside to safeguard his king.



50



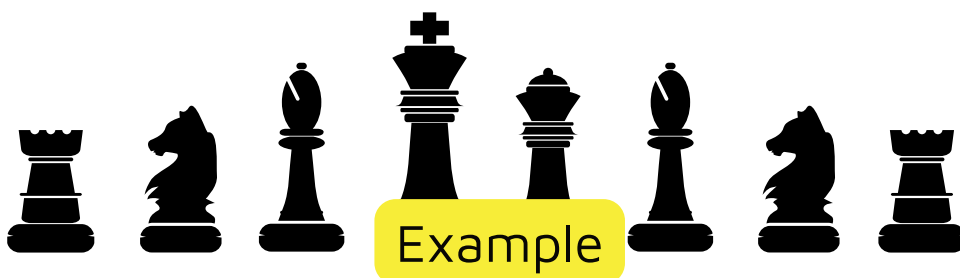


Strategy 5. Stop Your Opponent's Plan

Too often I see chess players make the mistake of just focusing on their own plans that they forget what their opponent is trying to do. In fact, most chess players lose their games because they don't pay attention to their opponent's threats.

In order to win a lot more games, you have to learn not to lose. And to do this, you must always watch out for your opponent's plan and stop them in their tracks. When preventing your opponent's plans, you should ask yourself these 3 things:

- What is my opponent's plan
- Will this plan create any real threats
- If so, how can I stop him from carrying out his plan



A couple of moves were played out, and here we see the same theme again. Black is poised to advance his g pawn to the g5 square which will create attacking chances for black and give him a significant spatial advantage on the king side. There are 2 ways white can prevent this, either with Qd2 or pawn to h4.





Strategy 6. Develop Your Pieces Quickly With Tempo

If your pieces are underdeveloped, your opponent may use that to his advantage by attacking you straight out of the opening.

The best way to develop your pieces quickly is with tempo. Tempo in chess is a “turn” or single move. When a player achieves a desired result in one fewer move, the player ‘gains a tempo’.

You usually gain tempo by attacking your opponent’s piece while developing at the same time. Your opponent would have to retreat his pieces, leaving you with the next move. One common example is in the Scandinavian defense after 1.e4 d5 2.exd5 Qxd5 3.Nc3

White gets a tempo off the queen with the move knight c3. White will have the next move after the queen retreats.



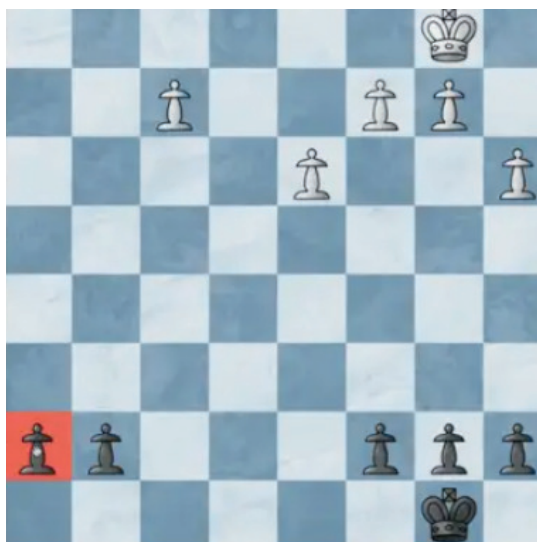


Strategy 7. Create Passed Pawns

A passed pawn is often the deciding factor of who wins or loses the game. Passed pawns are pawns that no enemy pawn can stop from queening. You usually win the game once you promote your pawn to a queen. Therefore it's important that you try to create passed pawns and advance them up the board.

A passed pawn can be created by advancing your pawns forward and making the right exchanges either in the center or on the flanks. Passed pawns on the flanks can be dangerous to handle. The best piece to blockade a passed pawn is with your knight, but you can do it with any other piece as well.

The white king cannot get to the outside pawn in time. Black wins the game.



Black can push his outside h pawn and promote to a queen.



Strategy 8. Bring Your Least Active Pieces Into The Game

The principle of the least active piece simply states that you should look for a piece that is not doing anything much and bring it into the game.

Bringing your least active piece is a good winning strategy to mount an attack on your opponent. If you don't have enough active pieces involved in the game, then you won't have chances to launch a successful attack.

Simply bringing your rooks onto open files, or developing your knights off the back rank are effective ways you can get your least active pieces involved in the game.





Strategy 9. Create Weak Squares Around Your Opponent's King

Creating weak squares around your opponent's king will leave him vulnerable to all sorts of attacks. In positions where your opponent's bishop is fianchettoed kingside, one common strategy is to get rid of that bishop which would leave a lot of holes and weak squares around the king. These weaknesses can then be attacked by your own pieces, such as your bishop.



One example of dark squared weaknesses can be found in the following position. White got rid of Black's fianchettoed bishop on g7 which was controlling the dark squares.

Black has a lot of dark squared weaknesses around his king. White can use his bishop to attack these weaknesses with a move like Bh6. This can lead to a mating net, so black should be careful in these types of positions.



Strategy 10. Play Up The Bishop Pair

The bishop pair is highly treasured by grandmasters. They are a powerful set of piece to have especially in open positions. They are able to control the long diagonals and attack pieces from a far. When in pair, they can even be more powerful than two rooks combined.

Due to the effectiveness of the two bishops, it's recommended that you retain them as long as possible by avoid trading them with your opponent's pieces. You should use your pawns to open up the position in order to get your bishop pair working at their full potential.



25 Powerful Tactics



- Chess Tactics 1: Fork
- Chess Tactics 2: Knight Fork
- Chess Tactics 3: Removal of the Defender
- Chess Tactics 4: Sacrifice
- Chess Tactics 5: Pins
- Chess Tactics 6: Skewer
- Chess Tactics 7: Decoy
- Chess Tactics 8: Back-Rank Tactics
- Chess Tactics 9: Double-Check
- Chess Tactics 10: Simplification
- Chess Tactics 11: Smothered Mate
- Chess Tactics 12: Vulnerable King
- Chess Tactics 13: Mate in 1
- Chess Tactics 14: Mate in 2
- Chess Tactics 15: Defense
- Chess Tactics 16: X-Ray
- Chess Tactics 17: Trapped Piece
- Chess Tactics 18: Discovered Attack
- Chess Tactics 19: Windmill
- Chess Tactics 20: Interference
- Chess Tactics 21: Zwischenzug
- Chess Tactics 22: Zugzwang
- Chess Tactics 23: Overloading
- Chess Tactics 24: Stalemate
- Chess Tactics 25: Support Mate

Chess Tactics 1: Fork

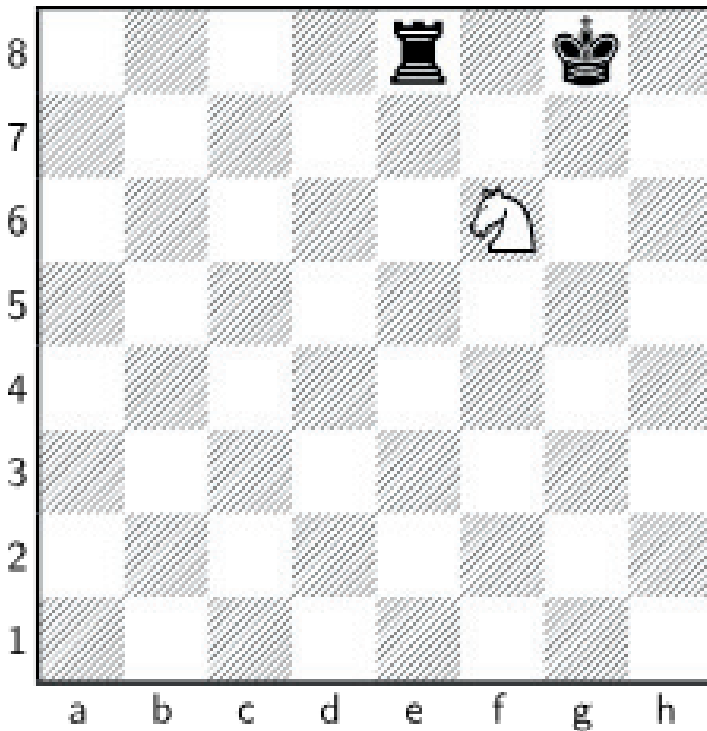
Forks happen when a single piece attacks two or more pieces simultaneously with no way for at least one of them to escape. Knights are especially useful for forking because of their unique movements.



The knight forks the rook and the queen at the same time.

Chess Tactics 2: Knight Fork

Why start with the knight? Because it is an especially vicious and common forking tool. First, it can threaten a wide range of targets. The knight is roughly comparable in value to a bishop, and so is less valuable than a rook or queen; thus a knight not only can attack any unprotected (or “loose”) enemy pieces but also can be exchanged favorably for enemy queens and rooks regardless of whether they have protection. Second, the knight’s unique, non-straight pattern of movement creates two advantages: it allows a knight to attack other pieces without fear of being captured by them; and it enables a knight to make jumps and deliver threats that are surprising to the eye and so are easy to overlook.



Black to move

Chess Tactics 3: Removal of the Defender

A tactic that involves eliminating the critical defensive piece that otherwise stands in the way of achieving a much greater goal (most often checkmate or the winning of large amounts of material). A player looks to remove the defender as a destructive means to achieve their goal.



1.  **xe8+** --

The key idea of this tactical motif:
White looks to "remove" the Knight on e8 from its protection of the g7-pawn (and therefore the threat of checkmate)

1. --  **xe8**

2.  **xg7#**

1-0



1.  **xe8+** --

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1. --  **xe8**

2.  **xg7#**

1-0

Chess Tactics 4: Sacrifice

The act of giving up material (either making a trade that loses points or simply losing a piece or pawn for nothing) with the goal of getting something else in return. For example, a player may sacrifice the queen in order to open up a square for a knight where it can then checkmate the opponent. A player may also make more strategic sacrifices, such as sacrificing a pawn to gain time to develop or sacrificing a piece to destroy the opponent's king's pawn cover.



1. -- ♚ e1+

2. ♔ h2 ⚠️ ♚ h1+

The key idea of this tactical motif: Black sacrifices the Rook in order to force white's King to the "desired" square.
After:

3. ♔ xh1 --

3. ♔ xh1 ♚ xg2#

3. -- ♚ h3+

4. ♔ g1 ♚ xg2#

0-1



1. -- ♚ e1+

2. ♔ h2 ⚠️ ♚ h1+

The key idea of this tactical motif: Black sacrifices the Rook in order to force white's King to the "desired" square.
After:

3. ♔ xh1 --

3. ♔ xh1 ♚ xg2#

3. -- ♚ h3+

4. ♔ g1 ♚ xg2#

0-1

Chess Tactics 5: Pins

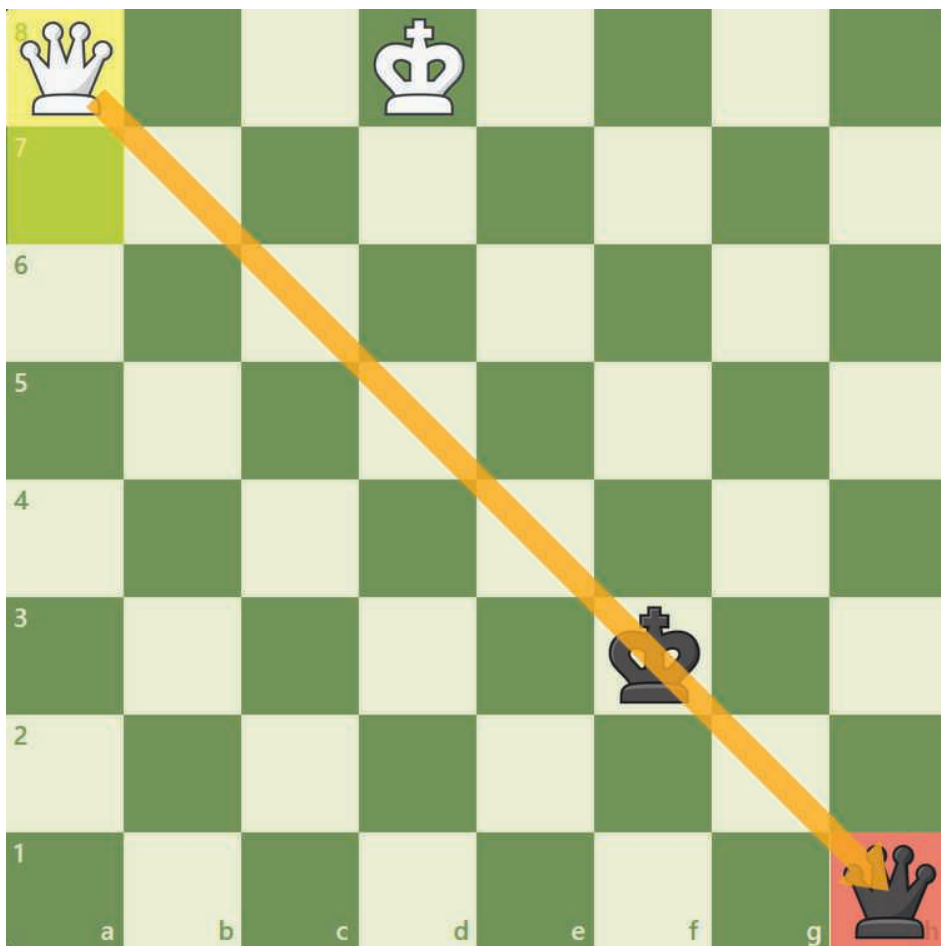
Pins happen when a piece attacks an opponent's piece aligned with another more valuable piece or critical square. The attacked piece is then "pinned" to the board since moving it would cause the attacked player to suffer a significant loss.



Moving the knight would allow Black to capture the white queen. The knight is pinned to the queen.

Chess Tactics 6: Skewer

Skewers are like backward pins. They happen when a piece attacks a more valuable piece aligned with a weaker piece. The more valuable piece has to move and allow the attacker to capture the piece behind it.



The queen attacks the king, which has to move and allow the white queen to capture the black queen.

Chess Tactics 7: Decoy

A decoy is a distraction. Often a player might use a decoy to force the opponent to think about something else, while the player is actually focused on a different target entirely. Deflection is a tactic that distracts an opponent's piece from doing its job, such as defending an important square, pinning a piece, or blocking an open file or diagonal. Many decoy/deflection tactics involve a sacrifice or a forcing move of some kind, thus forcing the opponent to cooperate with the decoy/deflection tactic. They are similar in their goal, which is why we have classified them as one theme. Here is an example of each type of decoy/deflection:



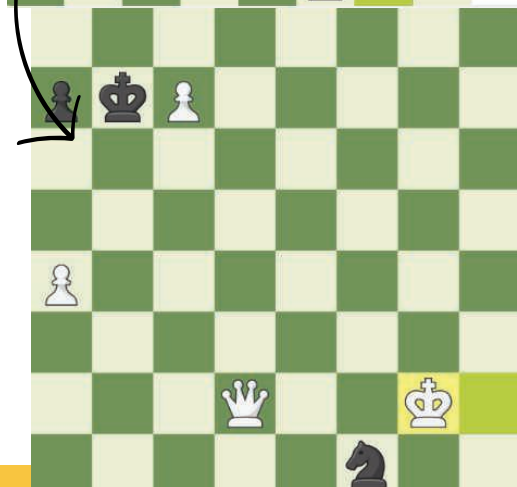
2. ♖xf1 ♔h2+

The key idea of this tactical motif: Black sacrifices the Queen, "deflecting" the enemy King to the h2-square, thus allowing black to under-promote to a Knight on f1. By doing so, black forks the King and Queen and wins the endgame. Without this deflection or "decoy" of the white King, the endgame would have likely ended a draw.

3. ♔xh2 ♙xf1=N+

4. ♔g2 ♜xd2

5. ♔f2 ♜xc7



2. ♖xf1 ♔h2+

The key idea of this tactical motif: Black sacrifices the Queen, "deflecting" the enemy King to the h2-square, thus allowing black to under-promote to a Knight on f1. By doing so, black forks the King and Queen and wins the endgame. Without this deflection or "decoy" of the white King, the endgame would have likely ended a draw.

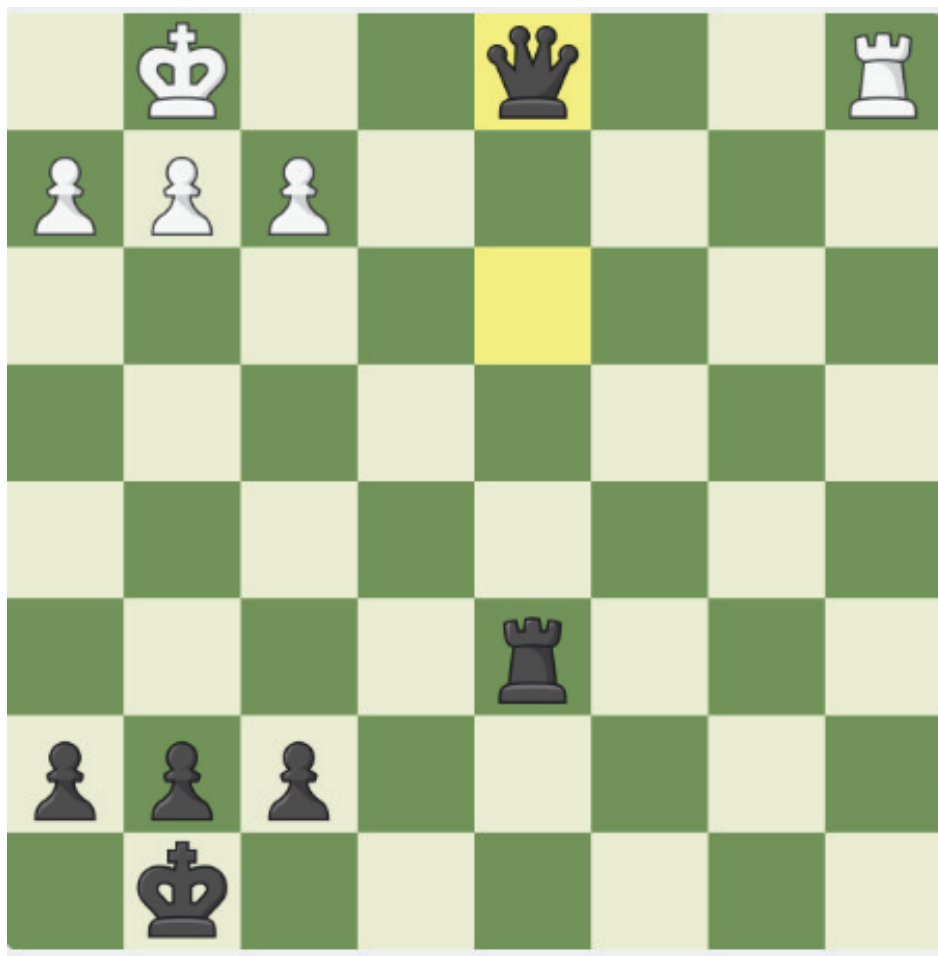
3. ♔xh2 ♙xf1=N+

4. ♔g2 ♜xd2

5. ♔f2 ♜xc7

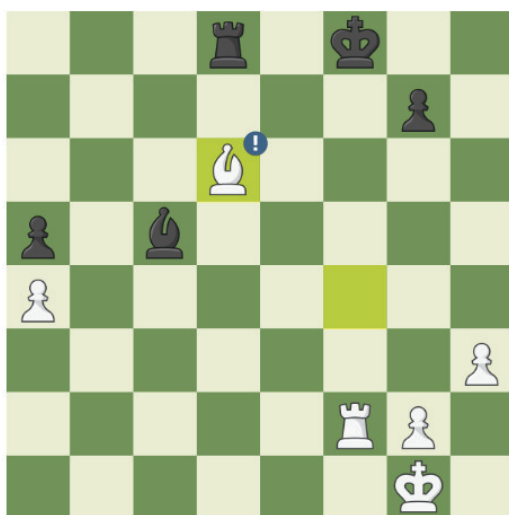
Chess Tactics 8: Back-Rank

A back-rank mate is when either the rook or queen is attacking the enemy King, and this enemy King is trapped "on the back rank" (which means either the 1st or 8th rank) by his own army.



Chess Tactics 9: Double-Check

Checking the enemy king with two different pieces on the same move is a powerful play! Unable to block or capture both threats at once, the king must always move to safety.



Is White about to lose the exchange because his Rook is pinned?

1. **d6+**

No! Bd6! creates a deadly double-check on the black King. Black would love to take EITHER the Rook or the Bishop here, but can't take both. After the King moves, white will take the Bishop, saving his Rook. (See also "Fork / Double Attack.")

Chess Tactics 10: Simplification

A simplification tactic is a forcing sequence of moves that converts an advantage into a more easily winning position. A player tries to simplify a winning position as an act of good technique, which is the skill of converting an advantage into a victory.



1. e2 --

The key idea of this tactical motif:
White is forcing a trade of material by threatening Bf3. There is nothing black can do to stop this, and as the variations prove, white will soon have simplified the position into an endgame where the Queen is the dominate piece.

1. -- a2+

1... g7 2. f3 a2+

3. xa2 xd1 4. xd1

xd1 5. g4 and white will transfer the Queen to the Queenside and begin munching on the pawns.



variations prove, white will soon have simplified the position into an endgame where the Queen is the dominate piece.

1. -- a2+

1... g7 2. f3 a2+

3. xa2 xd1 4. xd1

xd1 5. g4 and white will transfer the Queen to the Queenside and begin munching on the pawns.

2. xa2 xd1

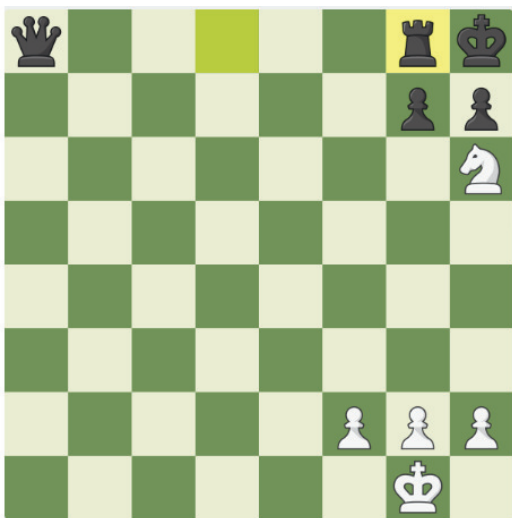
3. xd1 xd1

4. g4

and white is winning.

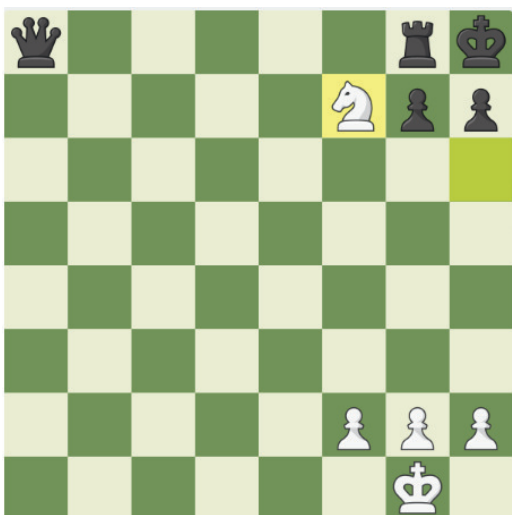
Chess Tactics 11: Smothered Mate

A checkmate by a knight against an enemy king which has no way out because all of its escape squares are blocked by its own pieces. The king's own pieces keep it from moving, while the enemy knight puts it in check. A smothered mate can only occur when a king is immediately surrounded by its own pieces, with no enemy piece directly touching it by occupying a nearby square; this is why only the knight can give smothered mate.



A chessboard diagram showing a smothered mate setup. The black king is on g8, surrounded by its own pieces: a rook on f8, a pawn on h8, a pawn on g7, and a pawn on h7. A white knight is on f6, attacking the king. The board is oriented with a1 at the bottom-left.

1.	f7+	g8
2.	h6+	h8
2... f8 3. f7#		
3.	g8+	xg8
4.	f7#	
1-0		



A chessboard diagram showing a smothered mate setup. The black king is on g8, surrounded by its own pieces: a rook on f8, a pawn on h8, a pawn on g7, and a pawn on h7. A white knight is on f6, attacking the king. The board is oriented with a1 at the bottom-left.

1.	f7+	g8
2.	h6+	h8
2... f8 3. f7#		
3.	g8+	xg8
4.	f7#	
1-0		

Chess Tactics 12: Vulnerable King

A position/puzzle where tactics arise from the exposed position of the enemy king. A "vulnerable" king's position may often lead to that king being put in a "mating net" of some kind.



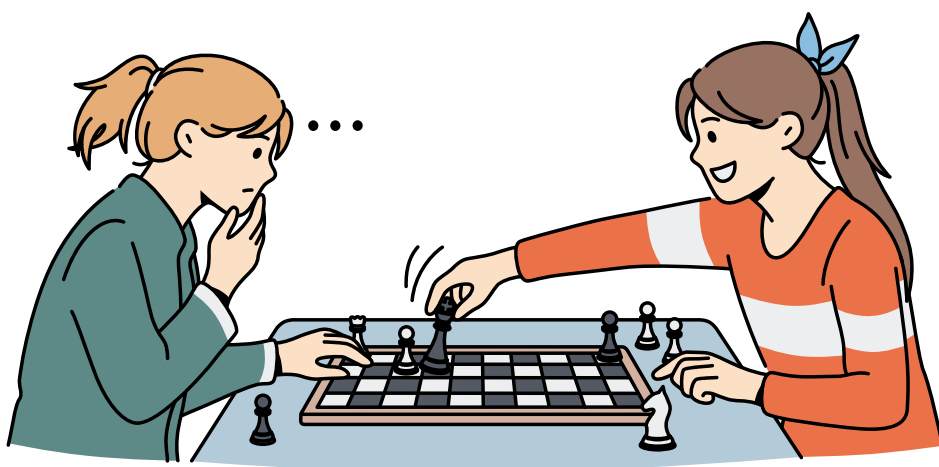
1. **g4+** --
- The key idea of this tactical motif:
Tactics occur in abundance around the vulnerable black King, eventually ending with a forced checkmate after:
1. -- **fxg4**
 2. **hxg4+** **h4**
 3. **xh6+** **xh6**
 - 3... **g3** 4. **xe6** winning.
 4. **h2** **e3**
 5. **xe3** **f6**
 6. **f2#**
- 1-0



1. **g4+** --
- The key idea of this tactical motif:
Tactics occur in abundance around the vulnerable black King, eventually ending with a forced checkmate after:
1. -- **fxg4**
 2. **hxg4+** **h4**
 3. **xh6+** **xh6**
 - 3... **g3** 4. **xe6** winning.
 4. **h2** **e3**
 5. **xe3** **f6**
 6. **f2#**
- 1-0

Chess Tactics 13: Mate in 1

Any puzzle/position that ends with checkmate in one move.



Chess Tactics 14: Mate in 2

Any puzzle/position that ends with checkmate in two moves.



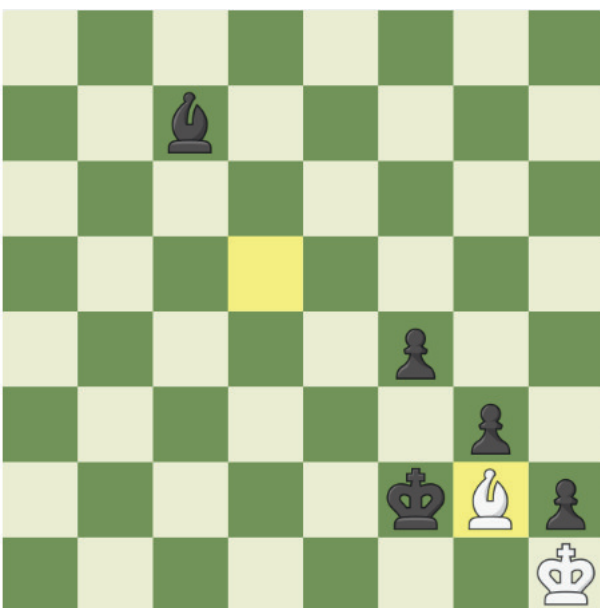
1. ♙ xh7+ --
- The key idea of this tactical motif: self-explanatory.
1. -- ♚ xh7
2. ♖ h5#
- 1-0



Chess Tactics 15: Defense

To play defense, or to defend against an opponent's threat. One might "defend" a pawn with a piece, or you might "play defensive moves on the kingside" in order to stop your opponent's threats of a mating attack. By moving your pieces into position to guard and protect either a piece, a square or a coming threat from your opponent - you are defending. We use this term for all tactics of a "prophylactic" or defensive nature.

Often puzzles where the goal is to draw, and a defensive combination must be found in order to accomplish this, would be tagged under this category.



1. ! ♔ h1 --

The key idea of this tactical motif revealed: white plays the only move that draws! Black is now stuck in terms of progress, as long as white's bishop remains along the h1-a8 diagonal, white will be stalemated in the corner after:

1. ♖ c6 f3+ 2. ♖ xf3 (2. ♖ h1 g2#) h1=Q+ 3. ♖ xh1 ♔ xf3

1. -- ♔ f2

2. ♖ g2 f3

3. ♖ xf3 ♔ xf3

Chess Tactics 16: X-Ray

An x-ray tactic in chess occurs when one of your long-range pieces (a rook, bishop, or queen) attacks "through" one of your opponent's pieces to indirectly attack/threaten or defend beyond it. An x-ray tactic often occurs along with the theme of back rank mate.



1. ! ♖a7+ --

The key idea of this tactical motif:
White is able to force the black King away from b8, or win material because of the white Rook's "x-ray protection" of the a7-square. After:

1. -- ♜xa7

2. ♖xa7
white is winning.



1. ! ♖a7+ --

The key idea of this tactical motif:
White is able to force the black King away from b8, or win material because of the white Rook's "x-ray protection" of the a7-square. After:

1. -- ♜xa7

2. ♖xa7
white is winning.

Chess Tactics 17: Trapped Piece

A piece that finds itself with either no moves at all or at least no moves that avoid the loss of material. Often, a piece might be trapped at the end of a forced sequence of moves.



1. ! ♖xb6 **axb6**

2. ! f4

The key idea of this tactical motif: White recognized with the first move (1.Bxb6) that the e5-Knight was potentially trapped if the b6-Knight could be eliminated from protecting the c4-square. This two move combination traps the e5-Knight in the center of the board.



1. ! ♖xb6 **axb6**

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Chess Tactics 18: Discovered Attack

A discovered attack happens when a player moves a piece out of another piece's way to create an attack. If the uncovered piece attacks the enemy king, it is a discovered check.



The bishop moves and uncovers the rook's check on the black king.

Chess Tactics 19: Windmill

A rare tactic in which a repeated discovered check (see "discovered attack/check") allows one piece to go on a rampage, capturing multiple enemy pieces.

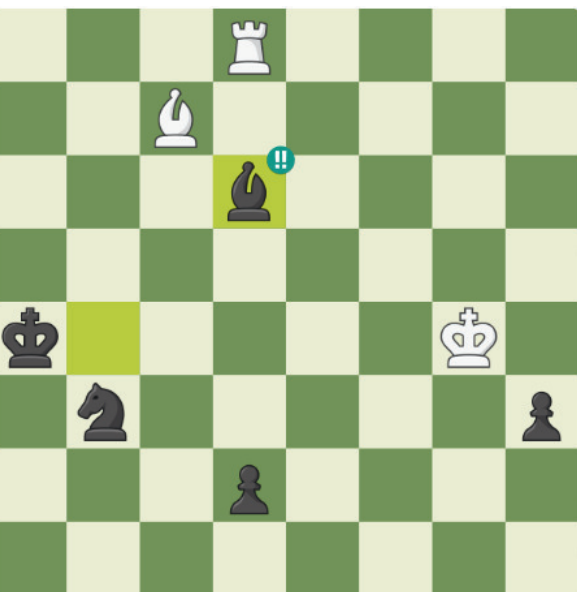


- | | | |
|----|---------|-------|
| 1. | !! ♖ f6 | ♚ xh5 |
| 2. | ♜ xg7+ | -- |
- The key idea of this tactical motif: White captures on g7, and begins a series of checks - all forced and inescapable by black - that inevitably lead to a huge loss in material. This game between Carlos Torre vs Emanuel Lasker is perhaps the most famous "windmill tactic" in the history of chess.
- | | | |
|----|--------|------|
| 2. | -- | ♚ h8 |
| 3. | ♜ xf7+ | ♚ g8 |
| 4. | ♜ g7+ | ♚ h8 |



Chess Tactics 20: Interference

To move a piece between two other attacking pieces when at least one of those attacking pieces is an opponent's piece. Sometimes a piece will interfere with two attacking pieces, thus creating confusion and often overloading (see "overloading") those pieces.



With white pieces both successfully guarding black's passed pawns, black finds a way to "interfere" with the Rook and Bishop at the same time by playing

1. -- ♖ d6

2. ♖ xd6 --
2. ♗ xd6 d1=Q+

2. -- h2

3. ♖ a6+ --
3. ♖ xd2 h1=Q

3. -- ♔ b5

4. ♖ b6+ ♔ c5



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1. -- ♖ d6

2. ♖ xd6 --
2. ♗ xd6 d1=Q+

2. -- h2

3. ♖ a6+ --
3. ♖ xd2 h1=Q

3. -- ♔ b5

4. ♖ b6+ ♔ c5

and black will Queen one of the pawns...

Chess Tactics 21: Zwischenzug

Zwischenzug is a German word meaning "in-between move". An often unexpected move inserted in between an otherwise forcing sequence of moves. The zwischenzug generally changes the result of the sequence. A "desperado" is a powerful example of a zwischenzug tactic.



12. ! ♖d5 ♚xd2
12... ♚d8 13. ♘xf6+ ♜xf6
14. ♜xf6 exf6 15. ♙xd6 also wins.

13. ♜xe7+ --

The key idea of this tactical motif: White captures on e7 with check before capturing back on d2. This check is an "intermezzo" or "zwischenzug", as it is played "in between" the obvious recapture.

13. -- ♚h8

14. ♜xd2
and white is winning.



12. ! ♖d5 ♚xd2
12... ♚d8 13. ♘xf6+ ♜xf6
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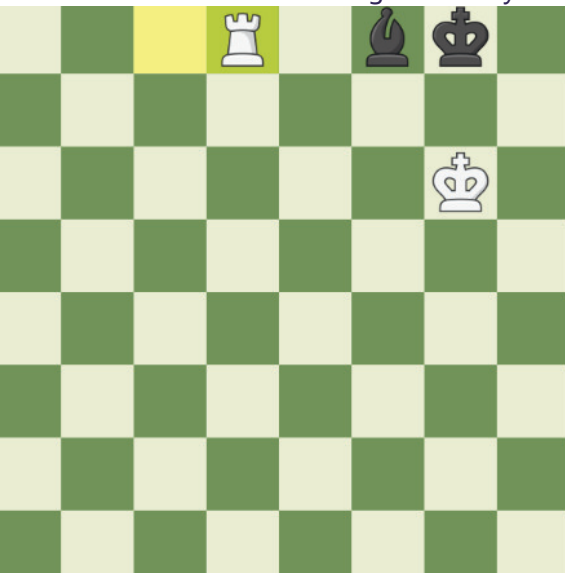
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13. -- ♚h8

14. ♜xd2
and white is winning.

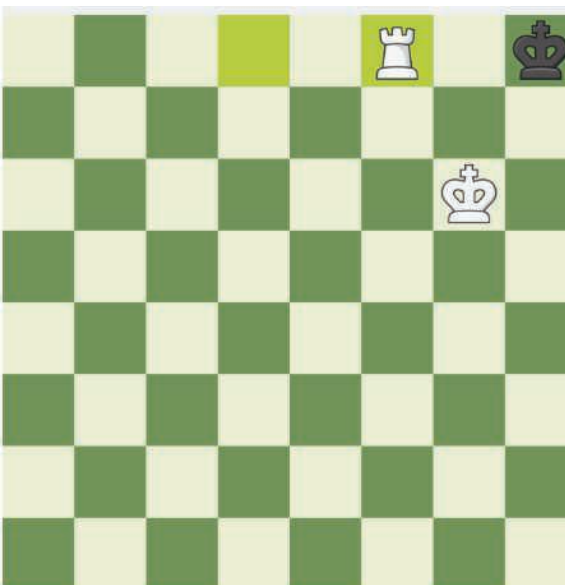
Chess Tactics 22: Zugzwang

Zugzwang is a German word that literally translates to "move compulsion." This is a situation where every move a player could make causes him/her to lose the game (or at least significantly worsen the position).



1. **R d8** --
The key idea of this tactical motif:
White makes a "waiting move" with the
Rook, placing black in Zugzwang.
Black's only move loses the game
immediately...

1. -- **K h8**
2. **R xf8#**
1-0



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The key idea of this tactical motif:
White makes a "waiting move" with the
Rook, placing black in Zugzwang.
Black's only move loses the game
immediately...

1. -- **K h8**
2. **R xf8#**
1-0

Chess Tactics 23: Overloading

A piece that has too many things to do is "overloaded." For example, a bishop that has to both stop a passed pawn from queening and guard against a checkmate is overloaded. By carrying out one threat (for example, queening the pawn) the opponent could force the overworked bishop to leave its post, allowing the checkmate threat to succeed.



1. -- xd4

2. **cxd4** b4

The key idea to this tactical motif: The Queen is "overworked" or "overloaded" on d2, having to guard both the g2-pawn and the a5-Rook against black's double attack. Black is winning.

3. a3 xa3

4. **bxa3** xd2
and black wins.



1. -- xd4

2. **cxd4** b4

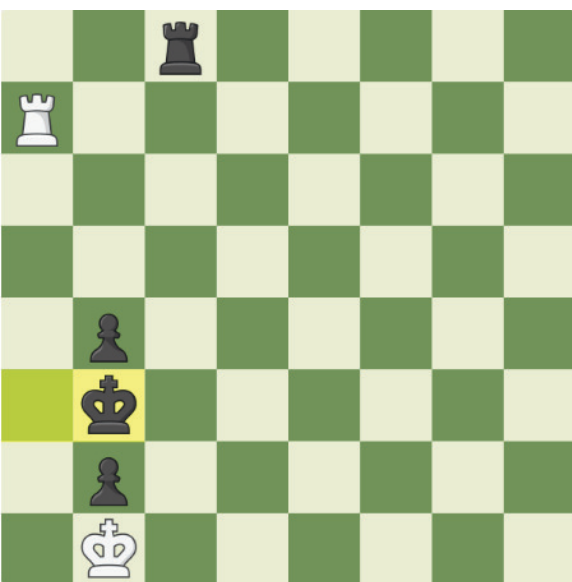
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3. a3 xa3

4. **bxa3** xd2
and black wins.

Chess Tactics 24: Stalemate

When a player whose turn it is has no legal moves by any of his/her pieces but is not in check. A stalemate is a draw. A stalemate tactic would occur when the objective/goal of the puzzle was to force a stalemate from an otherwise lost or unfavorable position.



1. ♖a7+ ♔b3

2. !! ♖c7 --

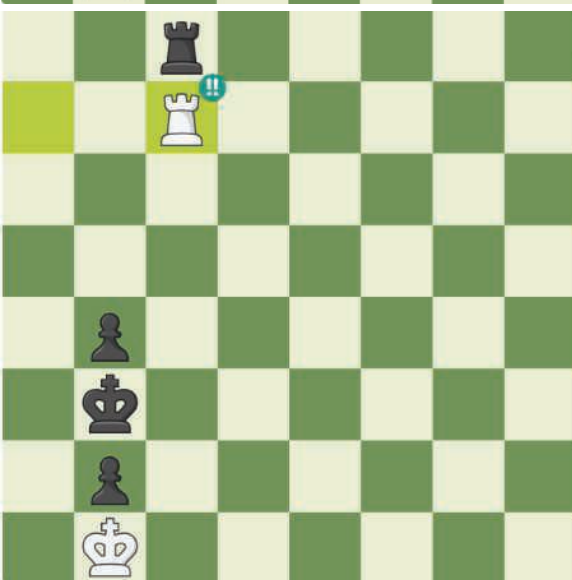
The key idea of this tactical motif: White is sacrificing the Rook to take advantage of the King's current "stalemated status". The game will either end with a perpetual attack of the Rooks or stalemate.

2. -- ♚xc7

stalemate.

2... ♚e8 3. ♖e7 and white chases the Rook for eternity.

1/2-1/2 ⓘ



1. ♖a7+ ♔b3

2. !! ♖c7 --

The key idea of this tactical motif: White is sacrificing the Rook to take advantage of the King's current "stalemated status". The game will either end with a perpetual attack of the Rooks or stalemate.

2. -- ♚xc7

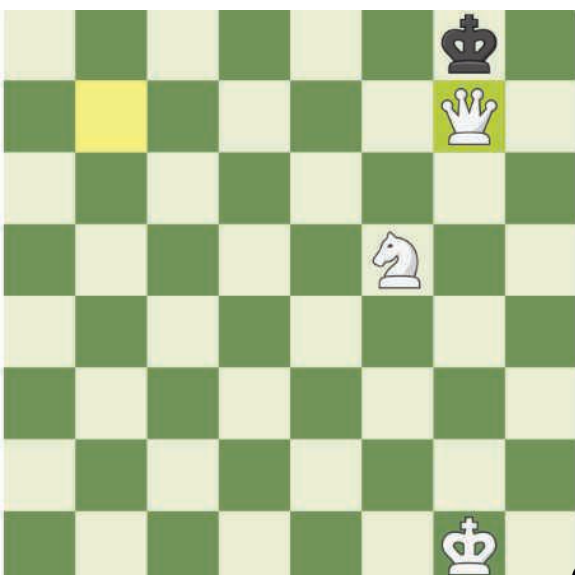
stalemate.

2... ♚e8 3. ♖e7 and white chases the Rook for eternity.

1/2-1/2 ⓘ

Chess Tactics 25: Support Mate

A support mate is a basic checkmate that occurs simply when a queen directly assaults a king to deliver checkmate and finds itself receiving support (protection) from one other piece. This "supporting" piece can be a pawn, knight, bishop, or king.

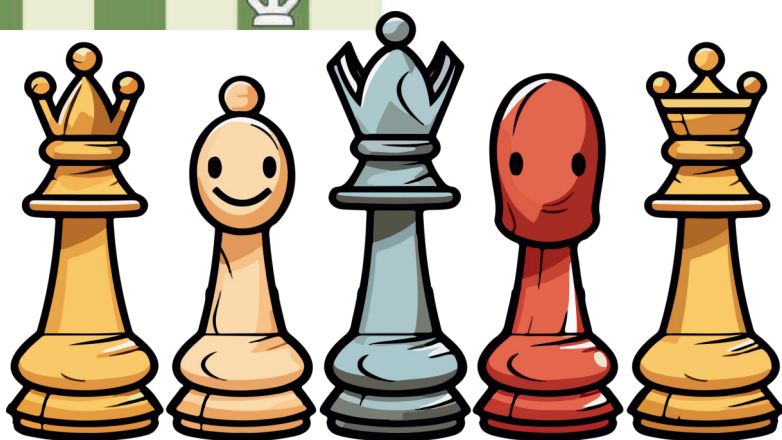


1.

 **g7#**

The key idea of this tactical motif: White delivers checkmate. The Queen is "supported" by the Knight. The same would apply if the Queen were defended by a Bishop, King or pawn.

1-0



Thank You

We hope that this book has provided you with the fundamental knowledge of chess and helped you become an outstanding player. You will feel more confident in playing chess and be able to apply the newfound knowledge to your gameplay. Wishing you success and enjoyment in your chess journey!

